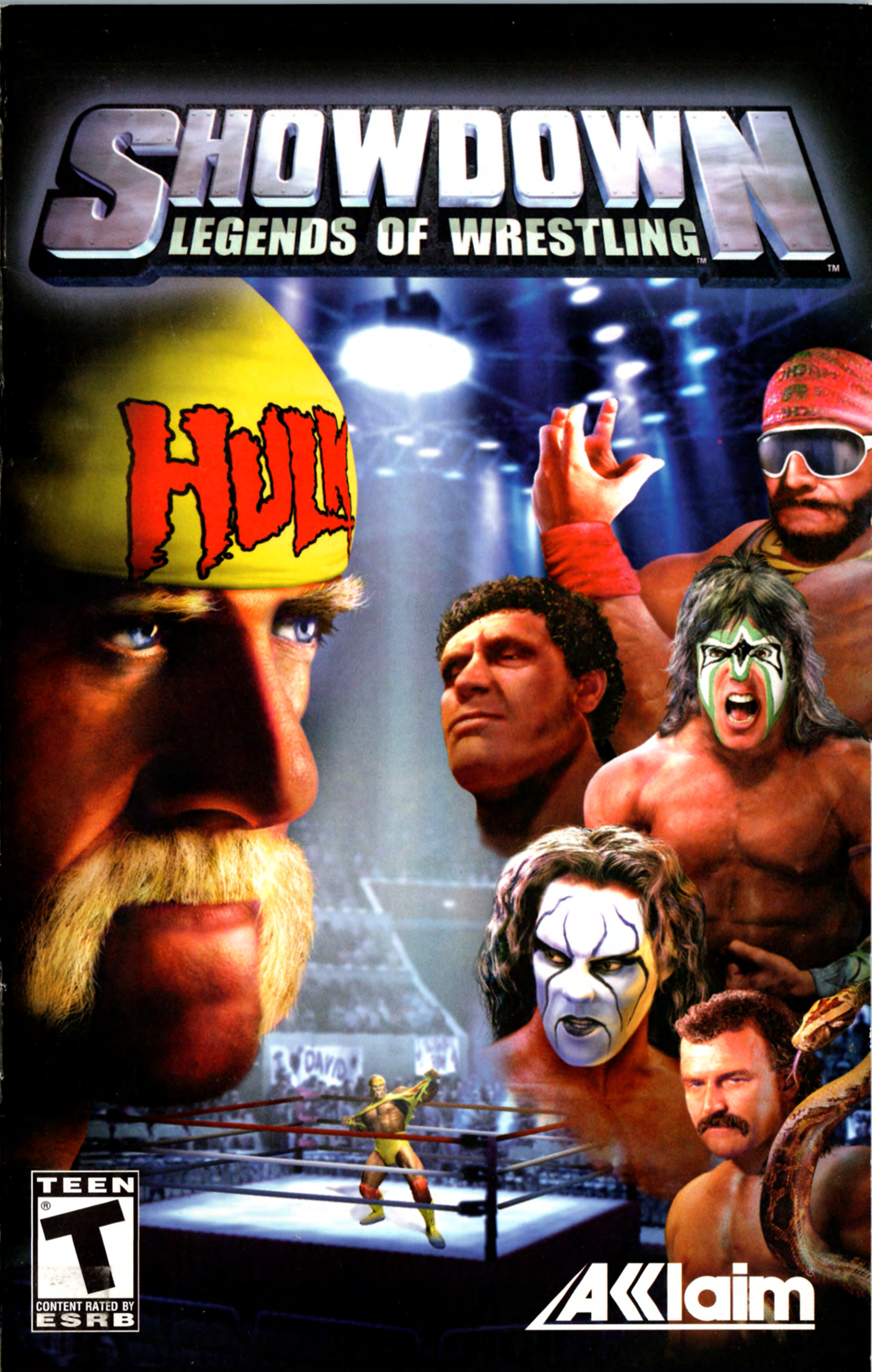
SHOWDOWN™
LEGENDS OF WRESTLING™



TEEN
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CONTENT RATED BY ESRB

Acclaim

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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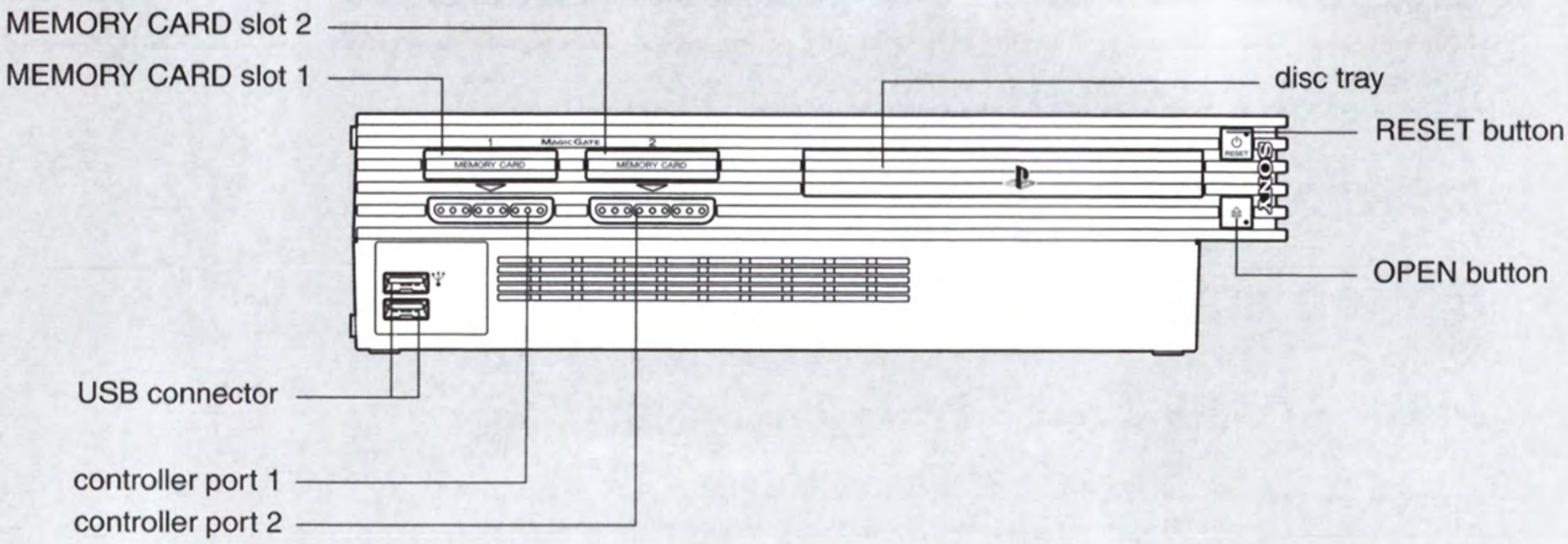
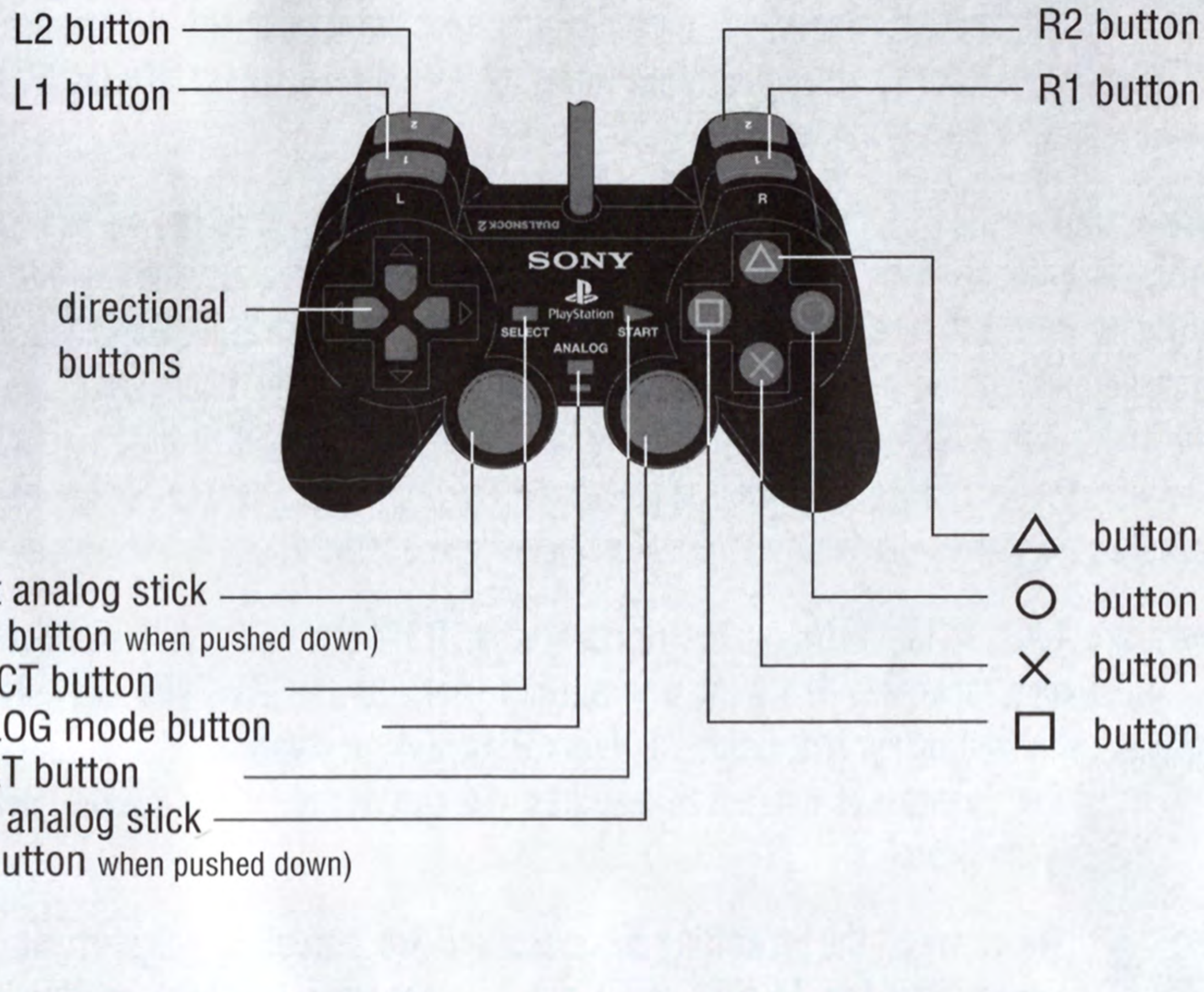
Getting Started



1. Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Attach game controllers and other peripherals as appropriate.
2. Make sure the MAIN POWER switch (located in the back of the console) is turned on.
3. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.
4. Place the SHOWDOWN™ LEGENDS OF WRESTLING™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.

Note: SHOWDOWN™ LEGENDS OF WRESTLING™ is for up to eight players. To play with more than two players, you must have one (up to 5 players) or two (up to 8 players) multitaps (for PlayStation®2) (sold separately) inserted in controller port 1 and/or controller port 2. Insert your controllers sequentially into controller port 1-A, controller port 1-B, etc.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



MEMORY CARD (8MB) (for PlayStation®2)

SHOWDOWN™ LEGENDS OF WRESTLING™ only supports MEMORY CARD slot 1. To save game settings and progression, insert a memory card (8MB) (for PlayStation 2) (sold separately) into MEMORY CARD Slot 1.

It is advised that you do not insert or remove accessories or memory cards (8MB) (for PlayStation®2) once the power is turned on unless instructed to. Make sure there is sufficient space on your memory card (8MB) for PlayStation®2) before commencing play.

SHOWDOWN™ LEGENDS OF WRESTLING™ supports manual save and load of game data from the Options Menu.

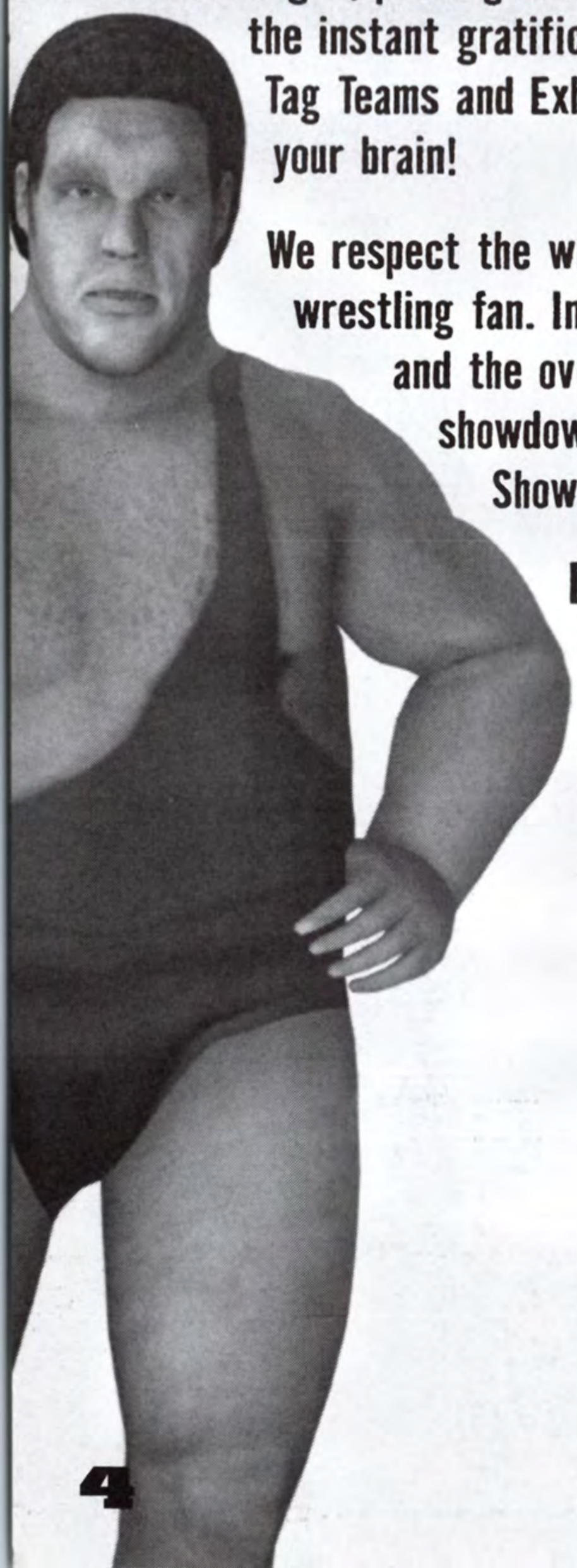
SHOWDOWN™ LEGENDS OF WRESTLING™ supports progressive scan for those equipped with HDTVs. By default the game display is in standard interlace mode. To switch to progressive scan mode, HOLD the ⊗ button and the ● button while the game boots up. At the confirmation screen,press the ⊗ button to continue.

INTRODUCTION

Wrestling fans, head cases and other disturbers of the peace, welcome to Showdown Legends of Wrestling, the engaging new entertainment experience that will have you striking, strangling and stomping an enormous cast of classic canvas characters like never before.

Showdown Legends of Wrestling offers some exciting new features to charm and alarm you. Among them is Edit A Legend, which for the first time gives you the ability to edit any wrestling great you choose. Want to turn Hulk Hogan into an overweight blimp or a 90 pound weakling? Get to it. Want to turn Andre the Giant into Andre the Average? Go for it! You can also create your very own wrestlers from scratch in Create A Legend mode. Once they're saved, you can bring all these marvels into game play and watch them caper and stomp ass.

There are tons of fantastic modes to mangle in, from the gutty grit of Showdown Challenge (spanning the golden wrestling years of the 70s, 80s and 90s) to the instant gratification of Quick Play, not to mention all the Tournament, Tag Teams and Exhibition matches you can stand. It's a Battle Royale for your brain!



We respect the wrestling business and we especially respect you – the wrestling fan. In that spirit we welcome your feedback on this game and the overall franchise. You can email us at showdownfeedback@acclaim.com. Thank you and enjoy Showdown: Legends of Wrestling!

Disclaimer: Showdown Legends of Wrestling presents computerized harming of humans for entertainment. It would be foolish and mean to attempt such things in real life. Please don't.

MAIN MENU

Press the **START button** to advance to the Main Menu. The Main Menu will soon become like a second home to you, only neater and not as roomy.

QUICK PLAY Start stomping without all the pussyfooting. See page 14.

MATCH PLAY One-off matches of every description, including Classic matches. See page 16.

SHOWDOWN CHALLENGE Take on three decades of wrestling legends. See page 17.

CREATE A LEGEND Create and edit your own wrestler, or edit one of the Legends! See page 19.

OPTIONS Adjust the options to suit your own twisted taste. See page 6.

EXTRAS Enjoy all the extras you'd expect and some you wouldn't. See page 7.

OPTIONS

We are committed to giving you the utmost control over your fun, and to that end we've devised an extensive set of options we hope you'll return to again and again to enhance your gaming experience.

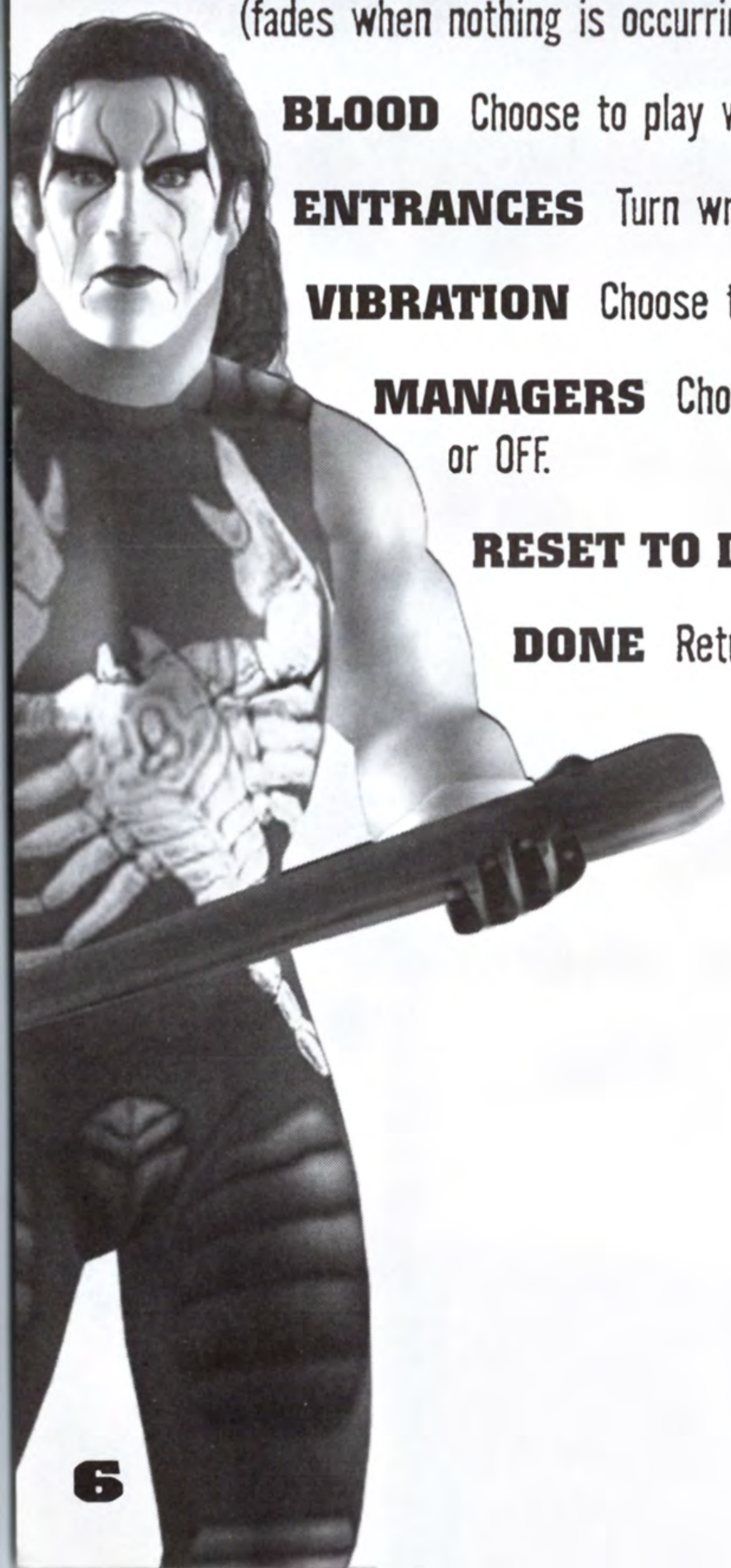
SAVE Save your game data, including option settings and game progress to your memory card (8MB)(for PlayStation®2).

LOAD Load previously saved game data from your memory card (8MB)(for PlayStation®2).

GAME OPTIONS

DIFFICULTY Choose to play at Jobber (easy), Mid-Card (medium) or Legend (hard) skill levels.

HEADS UP DISPLAY Choose to have the HUD Constant (always on) or Fading FX (fades when nothing is occurring).



BLOOD Choose to play with gruesomely realistic blood effects ON or OFF.

ENTRANCES Turn wrestler's grandiose entrances ON or OFF.

VIBRATION Choose to play with vibration effect ON or OFF.

MANAGERS Choose to play with managers helping you cheat ON or OFF.

RESET TO DEFAULTS Reset game options.

DONE Return to Options menu.

SOUND OPTIONS

Set various in-game volume levels (sound effects, music, commentary, ring announcer and crowd).

MATCH OPTIONS

The effect of match options depends on the match type being played, but generally match options are used to define circumstances for a win.

TKO Turn the TKO ON or OFF. When ON you can win by knockout, without pinning or submission.

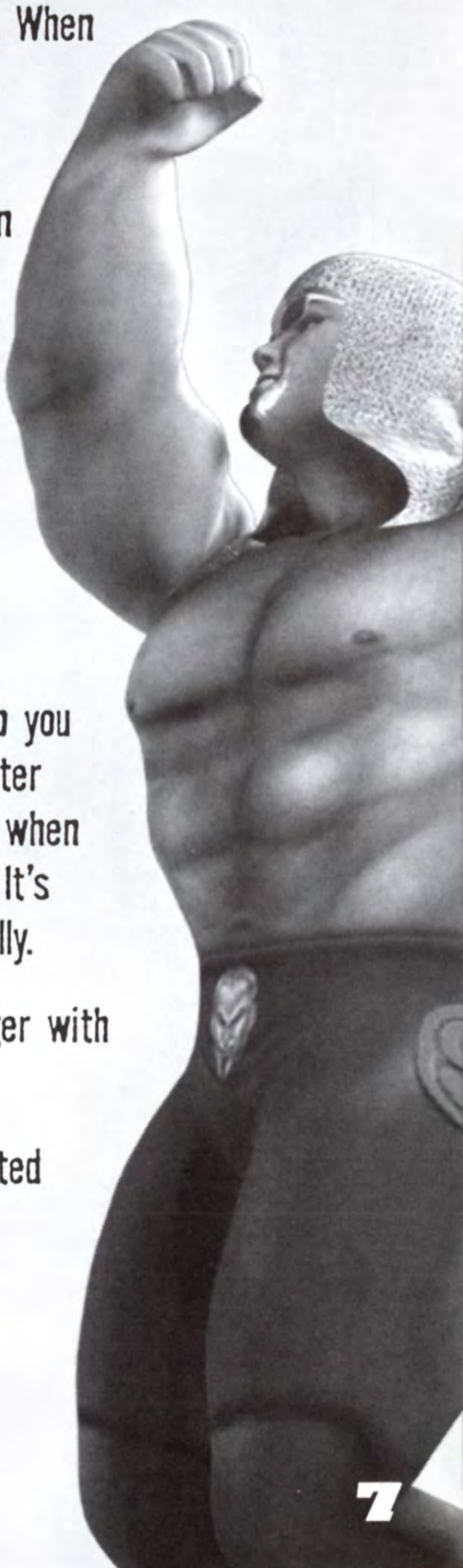
DQ As in DisQualification. When set to ON, cheating or using weapons will result in immediate disqualification.

PINS Turn ON or OFF. When set to ON, a pin wins the match. When set to OFF a pin has no effect on ending the match.

SUBMISSIONS Turn ON or OFF. When ON, a submission ends the match. When set to OFF, a submission has no effect on ending the match.

COUNT OUT Turn the count out ON or OFF. When ON, wrestlers outside the ring have 10 seconds to return or they lose.

DONE Exit Options and return to the Main Menu.



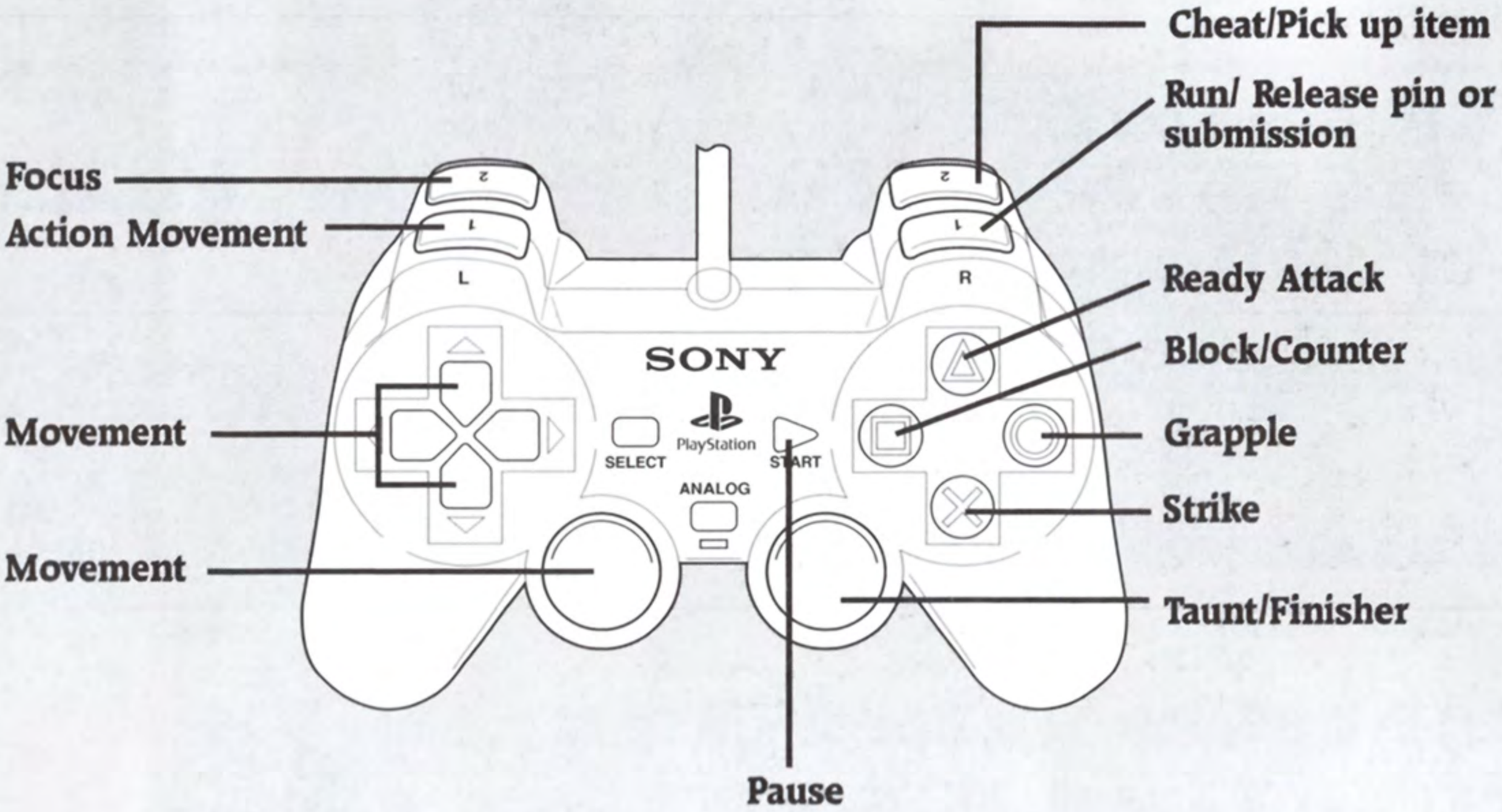
EXTRAS

BRET HART TUTORIALS Bret may not be able to help you get into law school, but if you want to pass the tests that matter here, you'll harken to his words like they were grappling gospel when this Moses of the Mat gives you his wrestling commandments. It's about the only chance in hell you have of beating the game. Really.

MEMORIAL View a tribute to the talents who are no longer with us.

CREDITS Credit where credit is due for the crew who crafted this creation.

CONTROLS



Basic Terms and Moves

You'll find yourself pushing many buttons during the game. Here's some of the whys and hows. We'll let you discover some of the more sophisticated boom boom by yourself.

Movement

To move your wrestler, press the **directional buttons** or push the **left analog stick**.

Walking and Running

Your wrestler will initially walk. To make a wrestler run, simply hold the **directional button** or **left analog stick** in the same direction and press the **R1 button**.

Running Attacks

A great way to get your opponent to moan for mercy is the running attack. While running at your opponent, try pressing the ⊗ **button**, ● **button** or ● **button** when you get near them. Neither of you is likely to forget what happens next.

Climbing

To climb up a climbable surface such as a steel cage, ring apron, rope or similar, simply walk into it and press the **L1 button**.

Strikes

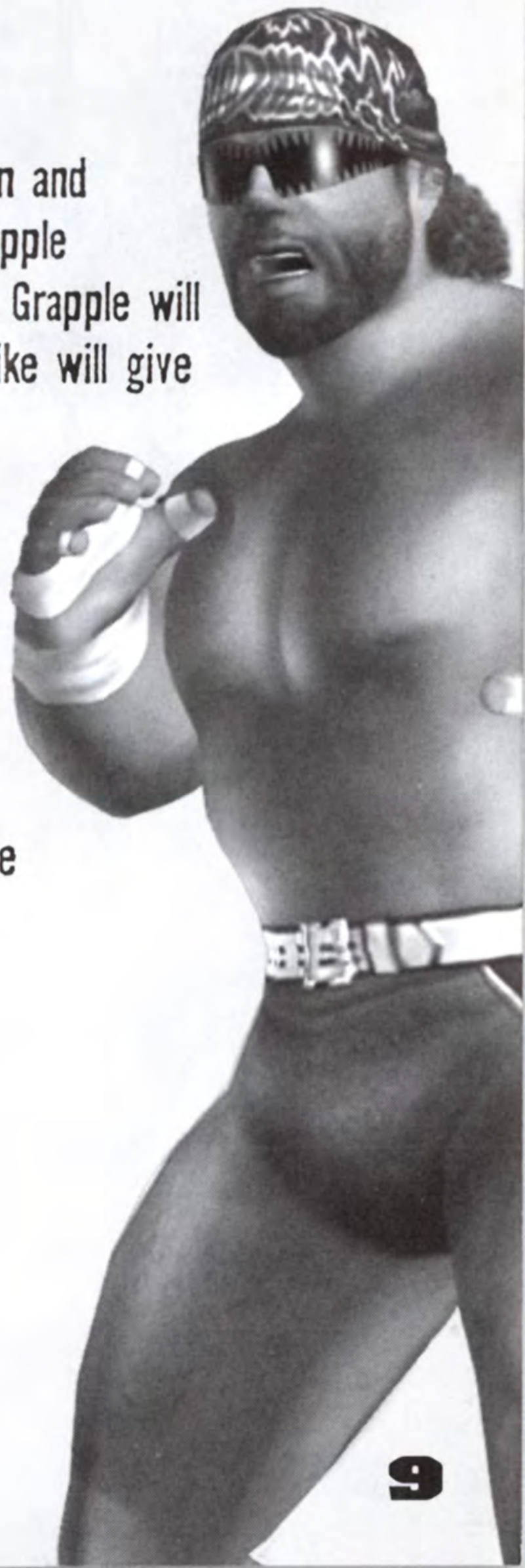
There are three kinds of strikes: weak, medium and heavy. A weak strike is done by simply pressing the Strike (⊗ **button**) control. Pushing **LEFT** or **RIGHT** on the **left analog stick** + ⊗ **button** will do a medium strike, **UP** or **DOWN** on the **left analog stick** + ⊗ **button** will do a heavy strike. Strikes differ depending on whether or not your opponent is on the mat or standing.

Ready Attacks

The ready position is where most of the action springs from, the set position from which you will pull off the disturbing moves that amuse and delight millions. Ready Attacks are done (once an opponent is held in a grapple from in front or behind) by pressing the ● **button** + **UP, DOWN, LEFT** or **RIGHT directional buttons** or pushing the **left analog stick**.

MODIFYING READY ATTACKS

Adding modifier combos to a basic ready attack is fun and easy. Just press either the Strike (⊗ **button**) or Grapple (● **button**) control after you initiate the base move. Grapple will give you a choke move or holding leg move, while Strike will give you a submission move or a Pin Ending move.
Experiment to see which moves each wrestler does!



Blocking and Reversing

Sometimes it's best to defend rather than attack. Pressing the Block button (■ **button**) blocks punches. Pressing it at, or near, the same time an opponent tries either a Ready Attack, Tie-Up Throw, or Strike can result in a counter that reverses the move.

Tie-Ups: The Grapple

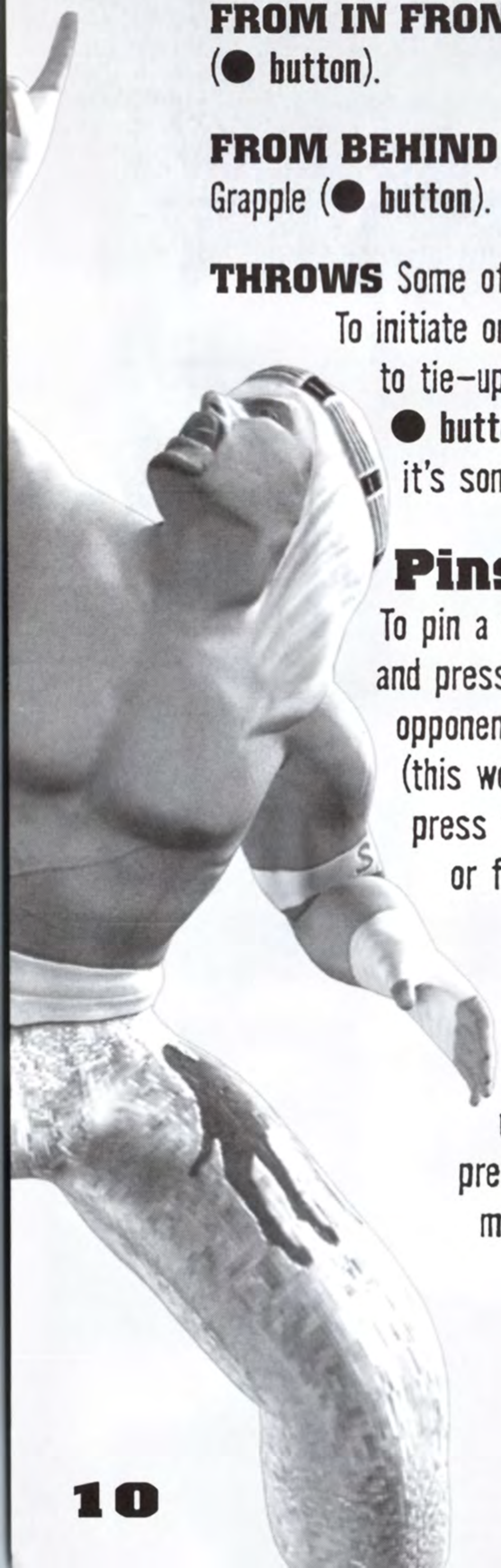
Tie-ups and the grapple are essentially the same thing: you're holding the opponent. You do this by moving close to an opponent and pressing the Grapple control (● **button**).

Note: You can switch your grapple position from in front to behind by pressing the **L1 button**. To release an opponent, press the **R1 button**.

FROM IN FRONT Move to an opponent facing you and press Grapple (● **button**).

FROM BEHIND Move to an opponent facing away from you and press Grapple (● **button**).

THROWS Some of the most important moves are throws from the tie-up. To initiate one of these thrilling gestures, first press the ● **button** to tie-up your opponent, then press the ● **button**, ⊗ **button** or ● **button** + a direction while an opponent is tied up. Brother, it's something to behold!



Pins and Submission Moves

To pin a downed wrestler, simply move your wrestler to his side and press the Grapple button (● **button**). Once you have your opponent pinned, you can release him by pressing the **R1 button** (this works for submissions, too). To pull off a submission move, press the ● **button** + a direction while standing at the head or foot of your knocked down opponent.

Combo Moves

Nothing stings more than chaining attacks together in ruthless combinations, and nothing stinks more than using the same tired move over and over. Generally, pressing the ● **button** or ⊗ **button** + a direction will modify a move.

From the Turnbuckle

Once your wrestler climbs the turnbuckle, he will be able to launch an aerial move that will not be forgotten. Press the **L1 button** to climb the turnbuckle, then press the ⊗ **button**, ● **button** ,or ● **button** to deliver your airborne gift. Press the **L1 button** to cancel the move and climb down from the turnbuckle.

Outside the Ring

Among the greatest thrills in wrestling is when the action moves outside the ring and into the center of your mind! This is where things get dangerously out of hand.

Press the **L1 button** to climb over the ropes. Press the **L1 button** again to climb down to the floor or back into the ring. Make sure you try pressing the ⊗ **button**, ● **button** , or ● **button** in any situation outside the ring (on the apron, on the floor) to see what moves you can do.

Weapons

(press the ▣ **button** to drop it). Pressing the STRIKE control (⊗ **button**) will cause a wrestler to wield the weapon. Press the ● **button** to throw the weapon. Pressing the **R2 button** while a holding a weapon next to an opponent will reward you with a weapon specific grapple.

Tables/Ladders

Like weapons,tables and ladders are found under the ring. Press the **R2 button** to pick up the table/ladder to open and position the ladder. Throw or drop using the ● **button** and ▣ **button** respectively. Press the **R2 button** again to close the ladder. And don't forget to try out the ⊗ **button** .

Some Key Concepts

Momentum

Momentum is generated through excitement in the matches. Just like high school, your standing with the crowd is tremendously important. If you want to succeed in the topsy turvy, dog-eat-dog-biscuits world of pro wrestling, you want the crowd on your side. And what does the crowd want? The same tired moves? Not hardly, Farley. The crowd craves excitement, which means you've got to wow them, move by move, match by match. Excitement is based on things like high spot moves, variety of moves, blood, ref bumps, cheating, wins and more. Be creative! Unlike famed Olympians, you can't expect to coast on one great performance. You're only as good as your last match!

Cheating

If you enjoy breaking the rules, you'll be delighted with the opportunities this game gives you. Depending on the match type and DQ option setting, using the Cheat control (**R2 button**) will give you the upper hand by bringing in a manager, causing another wrestler to run in without being tagged, or some other unsavory behavior. Of course, cheating is wrong and is best left to disgraced company executives.

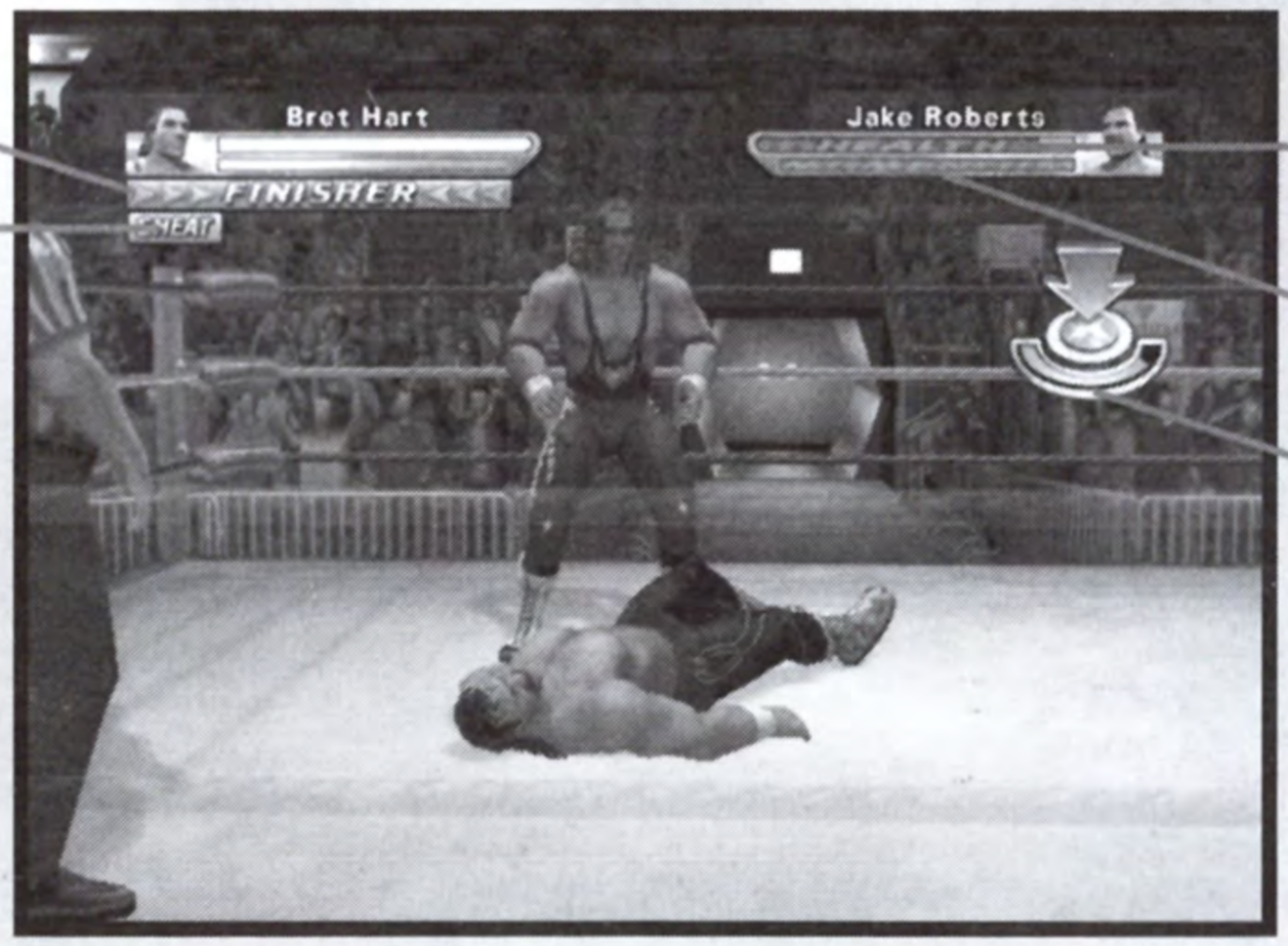
Move Sets

Wrestlers have a collection of standard stunts called a move set, which differs for each wrestler. Learn each wrestler's move set to get the most out of your mayhem.

Signature Moves

Each wrestler has particular signature finishing moves they have made famous over time. Finishing moves are performed by pushing the **right analog stick** in any direction when the Finisher icon appears below the Momentum meter. Take time to try out every wrestler and see why his signature move is significant.

GAME DISPLAY



Finisher Icon

Cheat Icon

Health Meter

Momentum Meter

Stun Meter

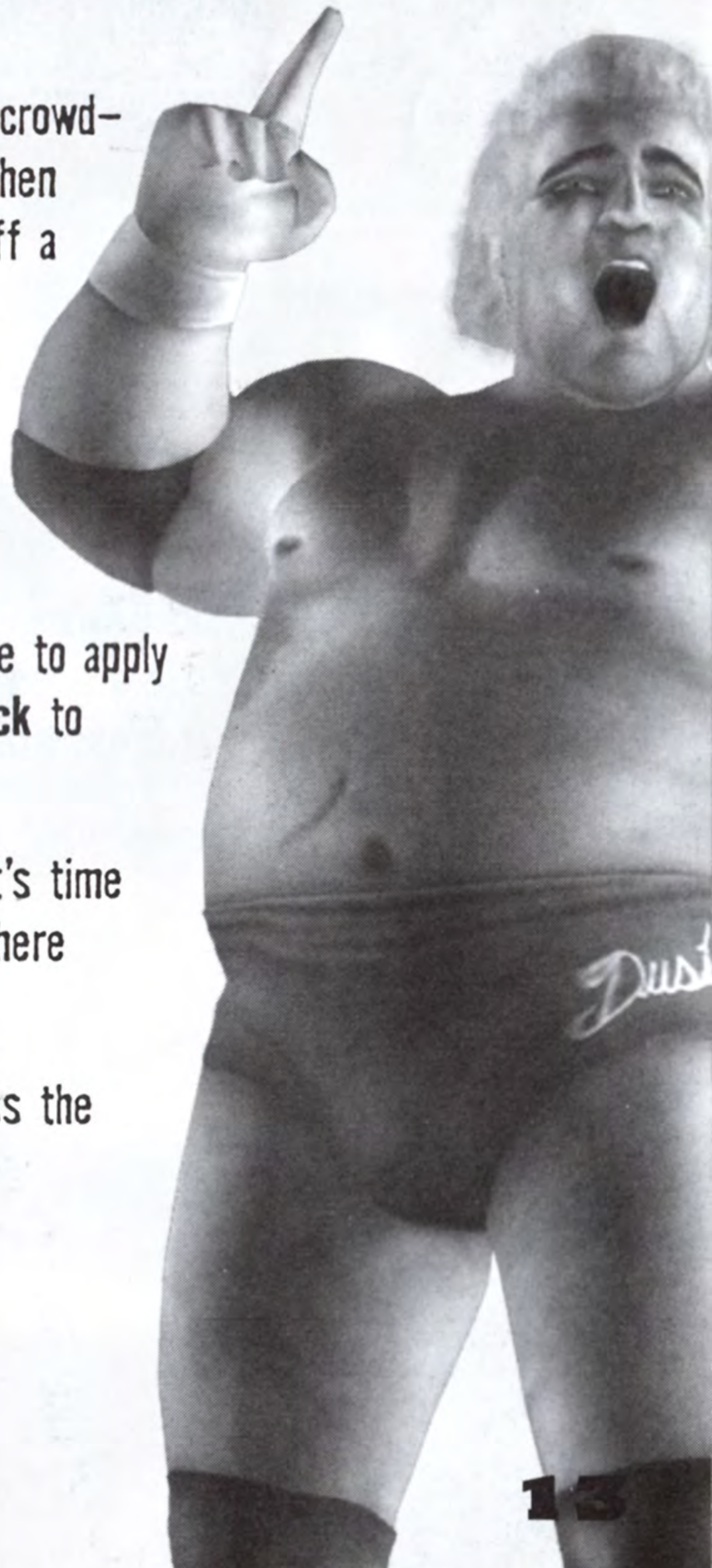
HEALTH METER As you take damage, the meter under your name turns from green to yellow to red as it empties. The lower it gets, the easier it will be to pin you or make you submit.

MOMENTUM METER Every time you pull a crowd–pleasing move, your momentum meter will increase. When it's at 100% you'll be able to get in position to pull off a fantastic finishing move. Or the stuff you ordered on Ebay will arrive. Something exciting will occur, we promise!

FINISHER ICON When your momentum is full and your opponent is in the proper position/situation, the Finisher Icon will appear to alert you that it's time to apply some force. Push a direction on the **right analog stick** to execute the finishing move.

STUN METER When the stun meter appears, it's time to mash the ● **button** like there's no tomorrow, or there very soon won't be.

CHEAT ICON When the cheat icon appears, press the cheat control and let the low down behavior begin.



PAUSING THE ACTION

Press the **START button** at any time during play to pause the action and bring up the Pause menu with these choices:

RESUME Resume the current match.

GAMEPLAY HELP Turn reversal, combo and stun meters ON or OFF.

HEADS UP DISPLAY Turn the Health Meters ON or OFF. When OFF, it's tough to tell who's hurting the most.

SOUND EFFECTS Adjust sound effects volume level sliders.

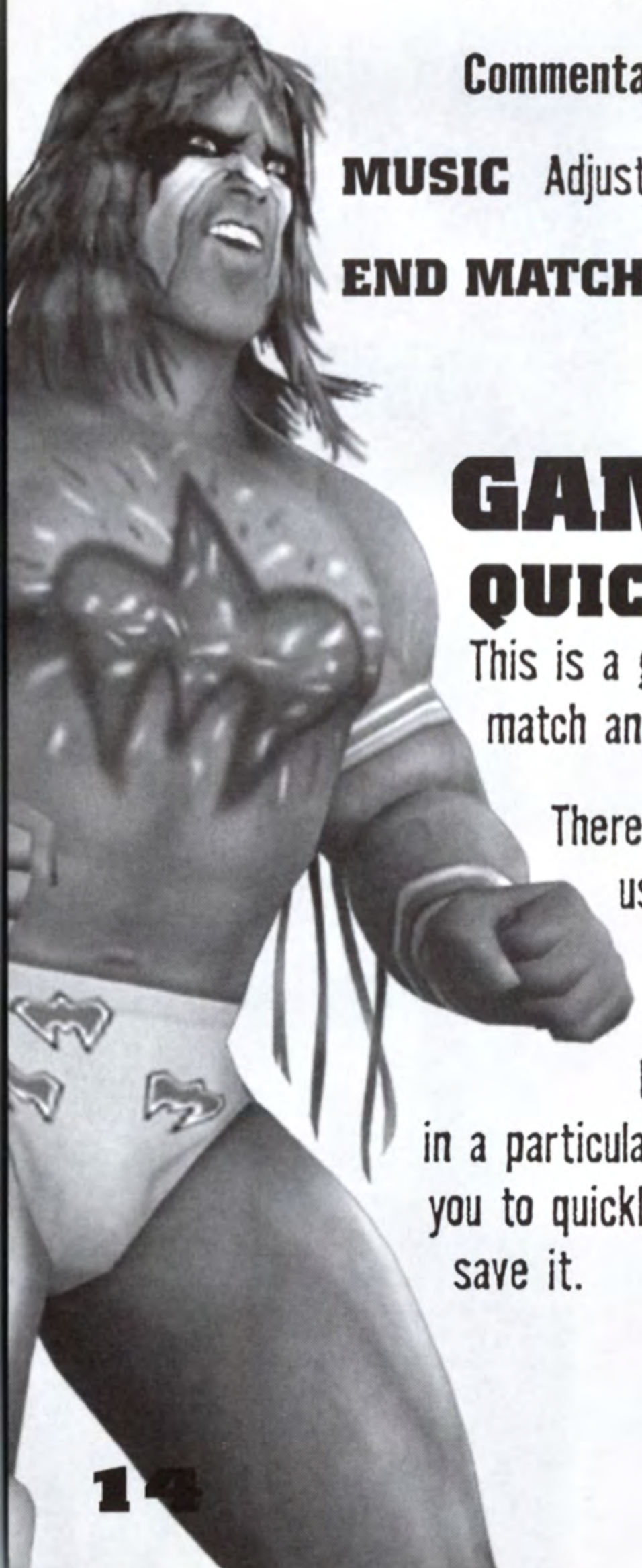
Crowd: Adjust the crowd volume slider.

Announcer: Adjust the announcer volume slider.

Commentary: Adjust the commentary volume slider

MUSIC Adjust music volume level sliders.

END MATCH Admit defeat and return to the Main Menu.



GAME MODES

QUICK PLAY

This is a great mode, where you can quickly jump into a single match and start hurting someone.

There are two approaches to Quick Play. The default method uses randomly assigned wrestlers and matches. Simply pick Quick Play and romp into the ring. The other method allows you to pre-select a customized Quick Play match. If you prefer a certain match type with certain wrestlers in a particular arena, you can set up a Custom match that will allow you to quickly jump into just that sort of action. Simply set it up and save it.

SHOWDOWN CHALLENGE MODE

The Showdown Challenge mode is not for the timid, impatient or easily discouraged. It is not for family pets or visiting cousins, either. Showdown Challenge is for those with the determination, dexterity, and discipline it takes to go from being a no account clown to being renowned as the very best: the champ. You can probably do it if you really try. Here's how it works: you choose a main wrestler and guide him through three decades of all out brawling.

You will wrestle in five matches for each era, with the chance to face the Era Champ. You wrestle opponents as they are presented. Match types vary depending on the era you are trying to conquer. You'll begin your Showdown Challenge in a time long ago and far away, I hope before you were born: the 1970s. Win every darn match you can in the most vicious and varied manner possible. If you've proven to be a talented wrestler, you'll get a chance to face the champion of that era for the belt. Odds are you'll get stomped into paste, but maybe you're good enough to prevail. If you are, you'll continue your dizzy dance down the decades until you reach a very exciting and historically important time (the 1990s) and the chance to be the all–time champ by winning the Legendary Championship Belt.

Along the way certain story lines will emerge, including grudges, feuds, marital unpleasantness and maybe even that time Uncle Hubert got lost at Christmas.

Playing A Showdown Challenge

Once you select Showdown Challenge from the Main Menu, you can then select a New Showdown Challenge to begin a fresh Showdown Challenge or Load Showdown Challenge to resume a previously saved Showdown Challenge from where you left off.

WRESTLER SELECTION Once you've picked a game mode, you'll advance to the Wrestler Selection screen where you can choose any available wrestler (navigate through the wrestlers using the directional buttons).

HERO OR VILLAIN There are two basic types of wrestler, good (hero) and bad (villain). A villain is basically a disruptive ass everybody loves to hate, while a hero is a pretty good egg who helps out and is respected.

THE STATUS SCREEN The status screen is available at the beginning and end of an era match. The status screen shows your overall Showdown Challenge progress, including how many wrestlers you've defeated, how many remain, which era you're currently in, etc. It also give you a chance to Save or Exit the game.

STORY SCREEN At various times, a story screen will appear with some outlandish incident or situation worthy of daytime television, sometimes leading to a particular type of match.

MATCH PLAY

Try not to burn down your house while playing this mode, Mikey. Matches are one offs in a variety of styles. In match mode, you have these choices:

Tournament

VERSUS TOURNAMENT Choose a 4, 8 or 16 man one on one tournament.

TAG TEAM TOURNAMENT Choose a 4 or 8 team tournament.

Classic Match Mode

Replay some of the greatest wrestling contests of all time. In this mode you can select from several classic matches. Then it's on to the mat to match wits and skill.

TAG TEAM

In a Tag Team match one team of wrestlers opposes another. At any time (usually when you're suffering), you can choose to tag a team member on the apron and have him come in to replace you and hopefully heap some hurt on your opponent. A 'Multiple elimination' Tag Team match ends when all members of a team have been subdued while a standard Tag Team match ends with the elimination of only one of the members of one team.

3 WAY TAG Three two-man teams thrash out their differences.

4 WAY TAG Up the ante as four two-man teams vie to see which pair will prevail.

6 MAN TAG Two teams of three compete.

8 MAN TAG Two four-man tag teams makes for an exciting and exhausting contest.

Versus

Versus offers a wide variety of matches of various styles

1 ON 1 A standard one on one slam fest, ending when one wrestler is pinned.

3 WAY DANCE Three wrestlers compete for the right to rule the ring.

4 WAY DANCE A four way free for all, and may the best man win.

BATTLE ROYALE Win the Battle Royale by throwing opponents over the rope to the arena floor (Ouch!). Up to 30 wrestlers compete one after another in this fierce show of stamina and strength for up to four players (4 wrestlers in the ring at one time).

CAGE MATCH Take a steel cage and two tough guys desperate for victory and you have the recipe for a blood bath. The first objective is to get the cage door open. Then decide to climb the cage and leap to the arena floor or walk through the door to victory.

LADDER MATCH A ladder match is all about climbing the ladder to grasp the glorious belt that hangs above it. The first fellow who can is our kind of champion! Up to two players can compete.

TABLE MATCH Who says manners matter? This match features family–style fighting and fun, as the object is to put your opponent through the table any way you can. Pass the blood pudding!

FIRST BLOOD In a First Blood match, any wrestler who bleeds is eliminated. Get out there and make your opponent(s) suffer!

HARD CORE In Hard Core matches, count outs and disqualifications don't matter, the only way to win is by pin or submission.

IRON MAN 30, 60 If you have time on your hands , this match style is for you, as you battle to see who can rack up the most pins and submissions in either 30 minutes or 60 minutes of play.

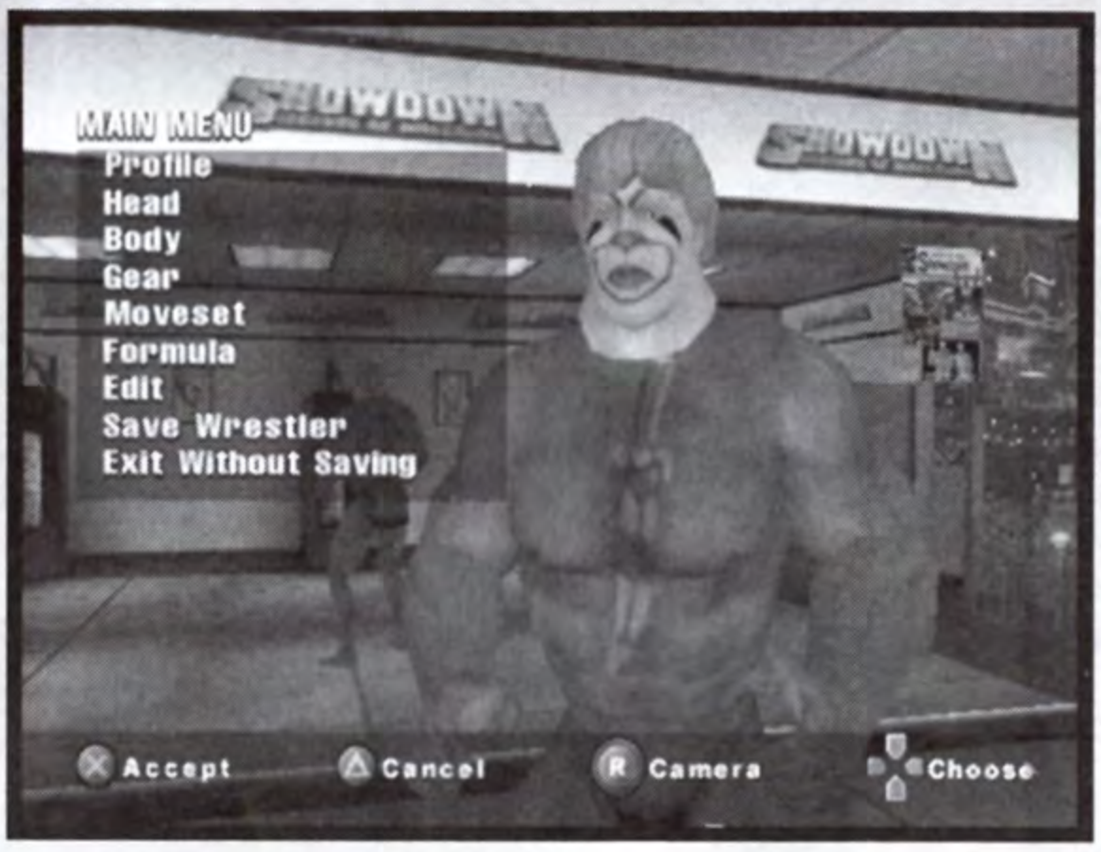
BEST 2 OF 3 FALLS Play continues until one player earns two pins or submissions.

Note: Selecting some of these match styles will override some options settings. For example, even if Blood is turned off under Game Options, if playing a First Blood match, Blood will be on for this match.

CREATE A LEGEND

CREATING WRESTLERS

Like electronic paper dolls made by Dr. Frankenstein, Created Wrestlers are among the scariest and most poorly understood creatures ever to walk the Earth. Perhaps we can clear that up. It's simple, really. You enter Create mode, choose what you want to do (create a wrestler, edit a created wrestler, etc), enter all manner of information up to and including Dad's Visa number. Then you assign all the physical attributes and homey touches that make this creation truly your own, including move sets. You can even clone the moves of a legendary wrestler. Here's what I came up with:



Not bad for someone with one eye and no taste! I don't doubt for an instant that you can easily do much, much better. Why don't you give it a try? Once you're done, save your creation to your **memory card (8MB) (for PlayStation®2)** and the fabulous fighter will be available in any game mode.

EDITING WRESTLERS

In person, you wouldn't want to make fun of Hulk Hogan or any of the other canvas classicists in SHOWDOWN™ LEGENDS OF WRESTLING™ if you planned to walk away or just ever again. But in the privacy of your own much–envied home, you're free to unleash your playful if cowardly imagination and make those Legends your puppets. That's what your money paid for: these mighty grapplers are not just yours to command in the ring, but in the dressing room as well. As you know, most professional wrestlers have rich reservoirs of humor, and won't mind at all as you change their attributes to suit your own twisted desires. Unless they catch you, that is. The good thing is, once you save your revised wrestler, you can bring him into a match and enjoy seeing your "what if?"dream come true. Note: Due to the highly complex geometry used in our featured Legends, some of the apparatus and body parts available to customize our models might not be an exact fit. Then again it might.

Notes

You know our games - now get to know our company.

Check out our exciting career opportunities!

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